

FIG. 1 is a block diagram of a video processing system. The system includes an INPUTBUFFER 100, an MPEG DECODER 110, an MPEG ENCODER 150, an OUTPUTBUFFER 160, RAM1 (Frames) 120, and RAM2 (Motion Vectors) 140. The INPUTBUFFER 100 is connected to the MPEG DECODER 110. The MPEG DECODER 110 is connected to RAM1 (Frames) 120 and RAM2 (Motion Vectors) 140. The MPEG DECODER 110 is also connected to the MPEG ENCODER 150. The MPEG ENCODER 150 is connected to the OUTPUTBUFFER 160. A CONTROL line connects the MPEG DECODER 110 and the MPEG ENCODER 150. The MPEG ENCODER 150 is also connected to RAM2 (Motion Vectors) 140.

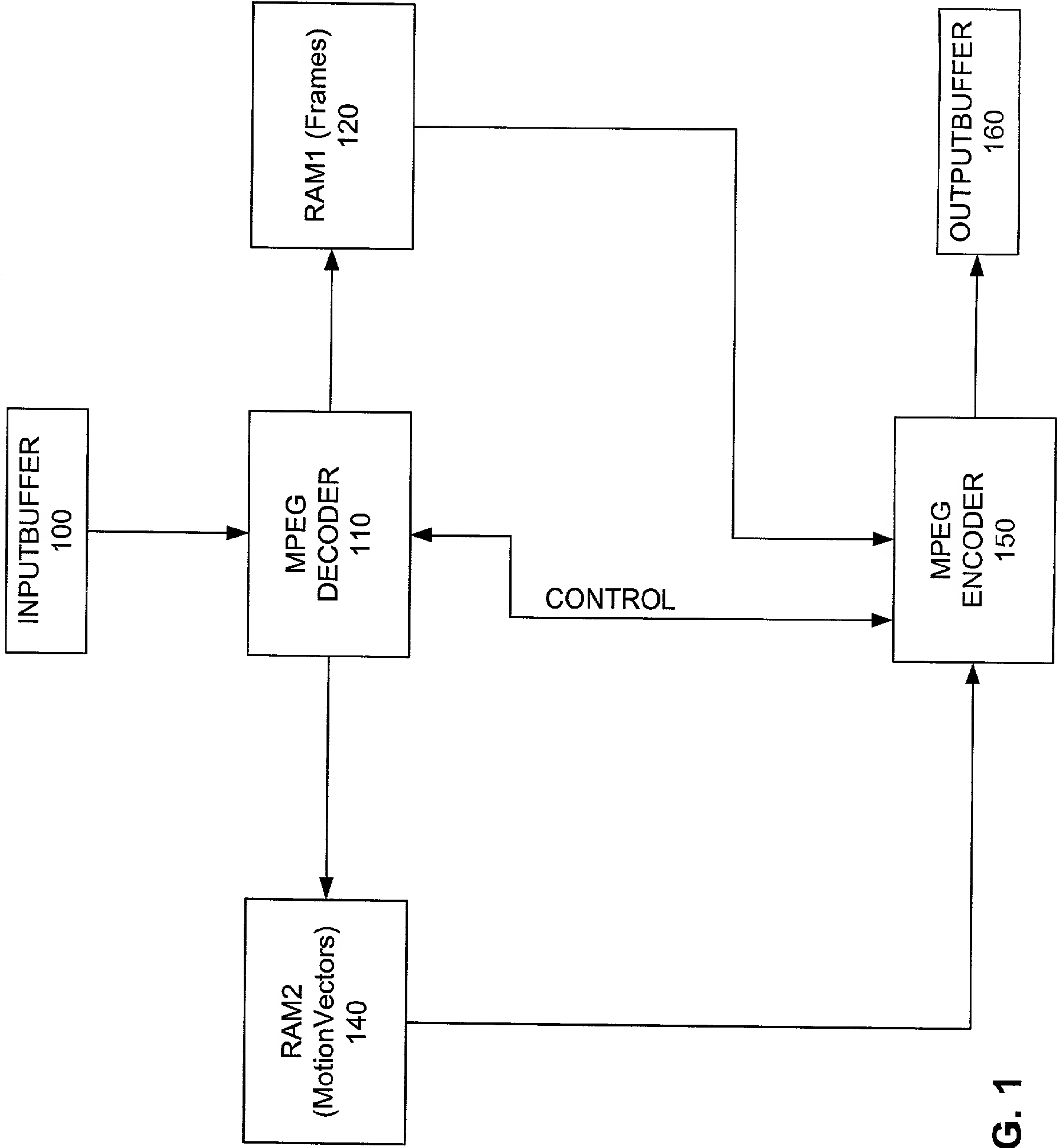


FIG. 1

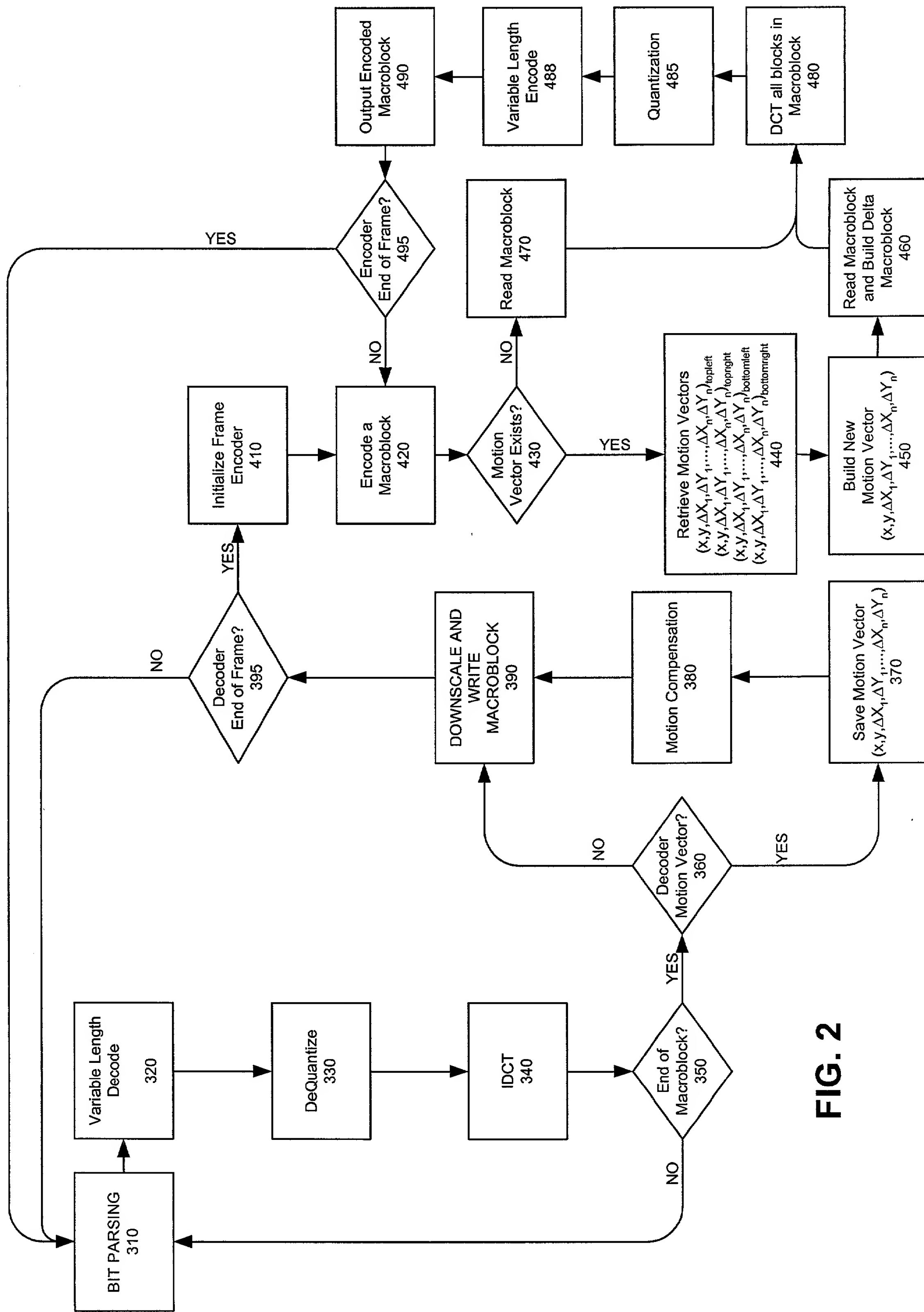


FIG. 2

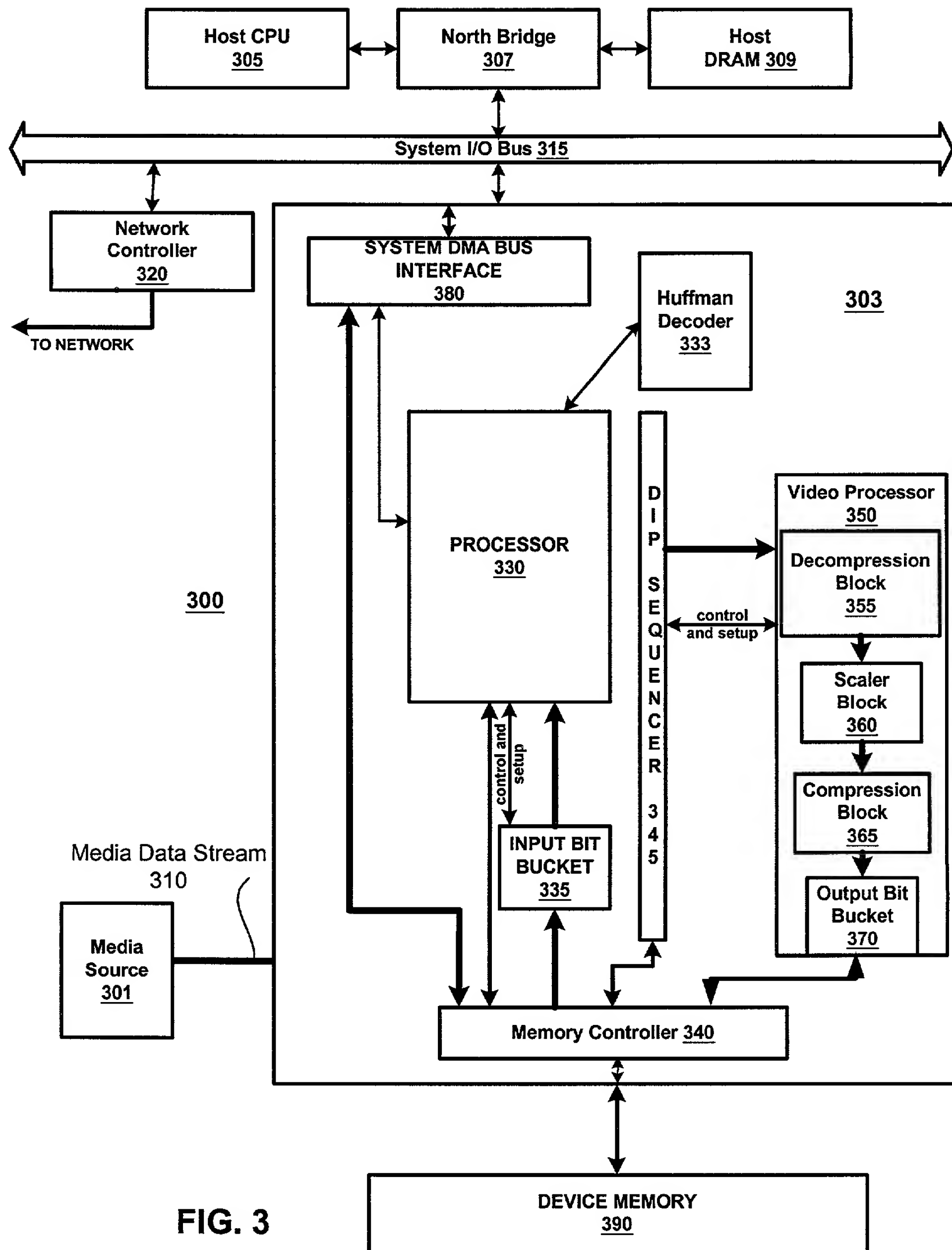


FIG. 3

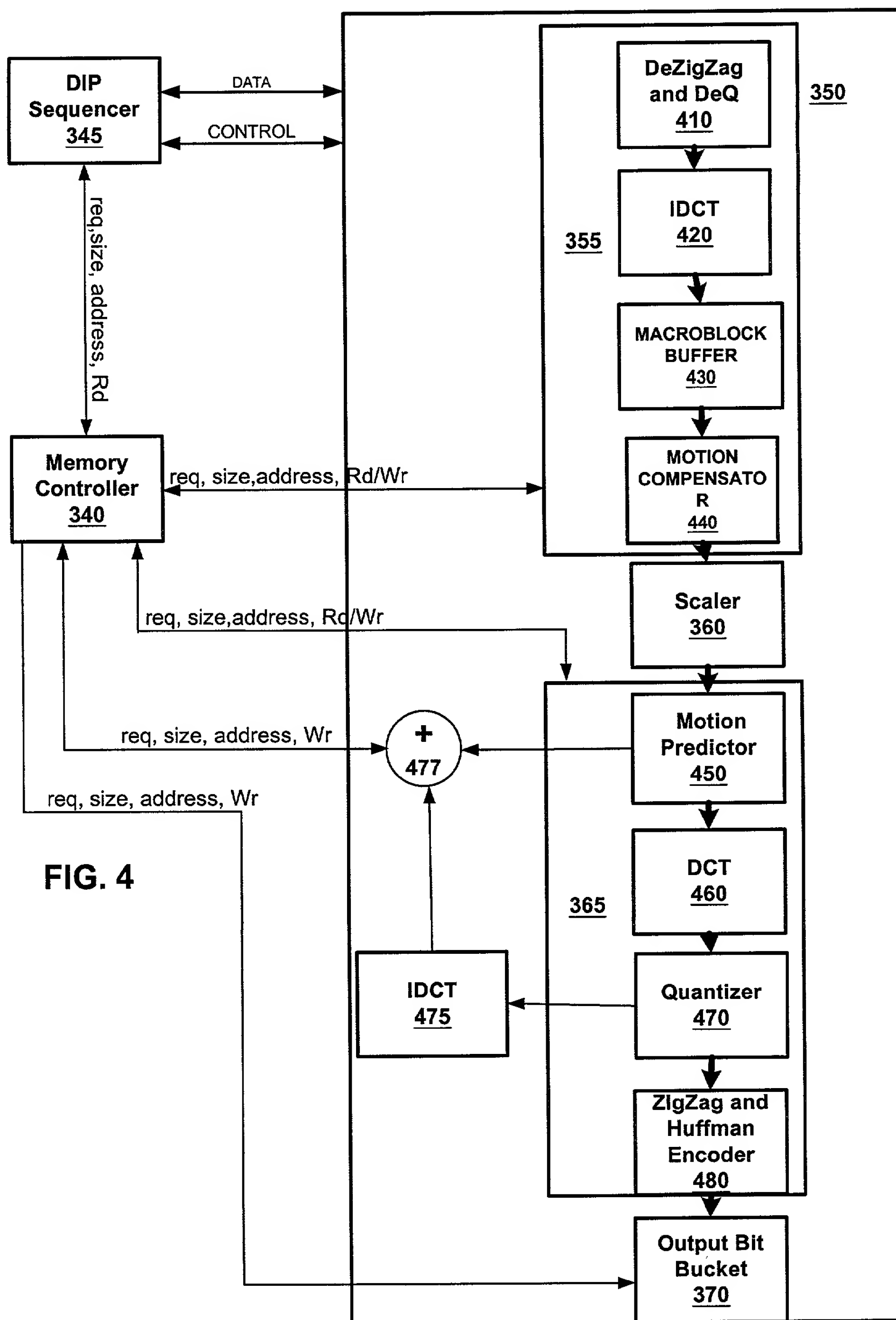


FIG. 4

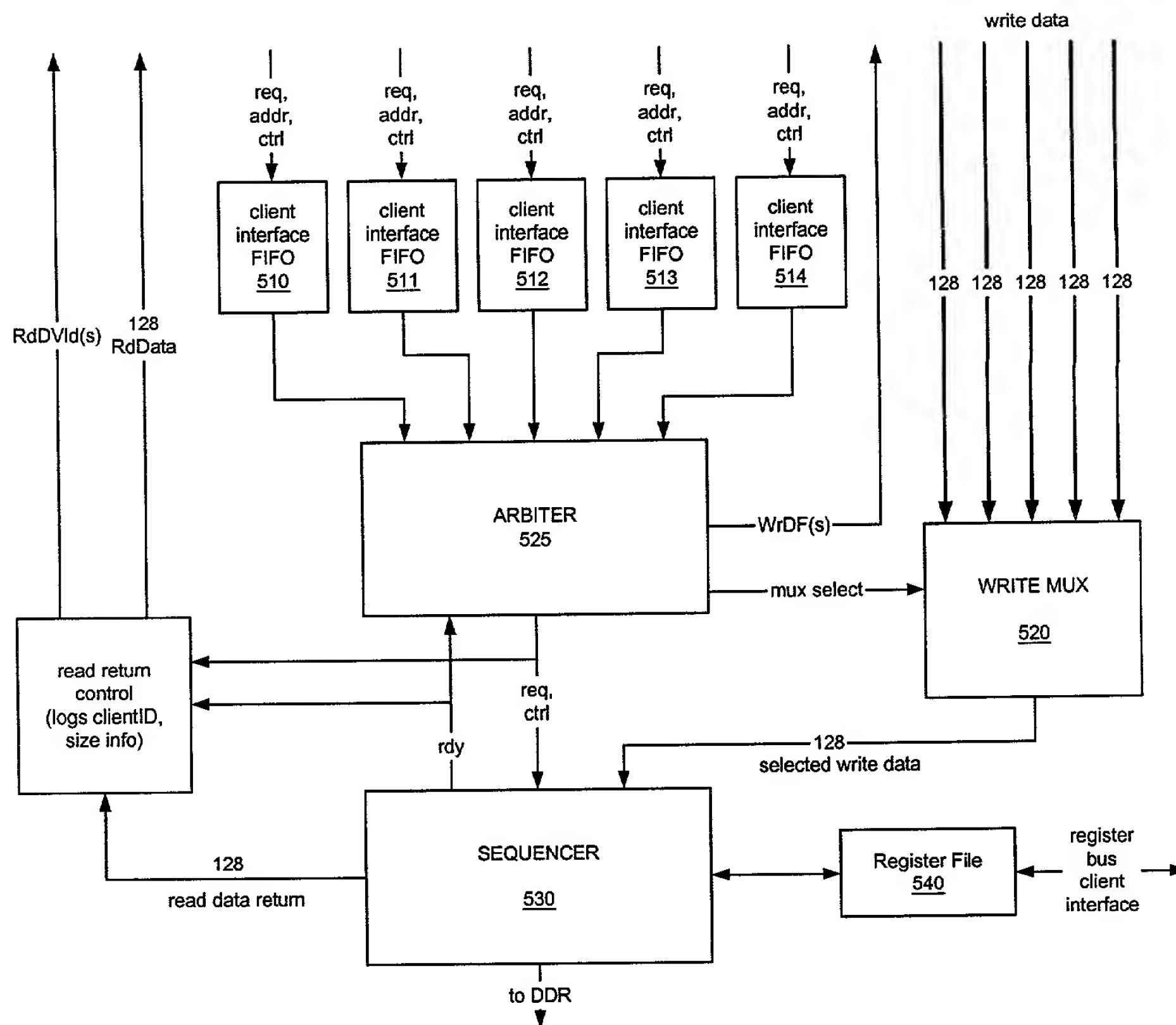
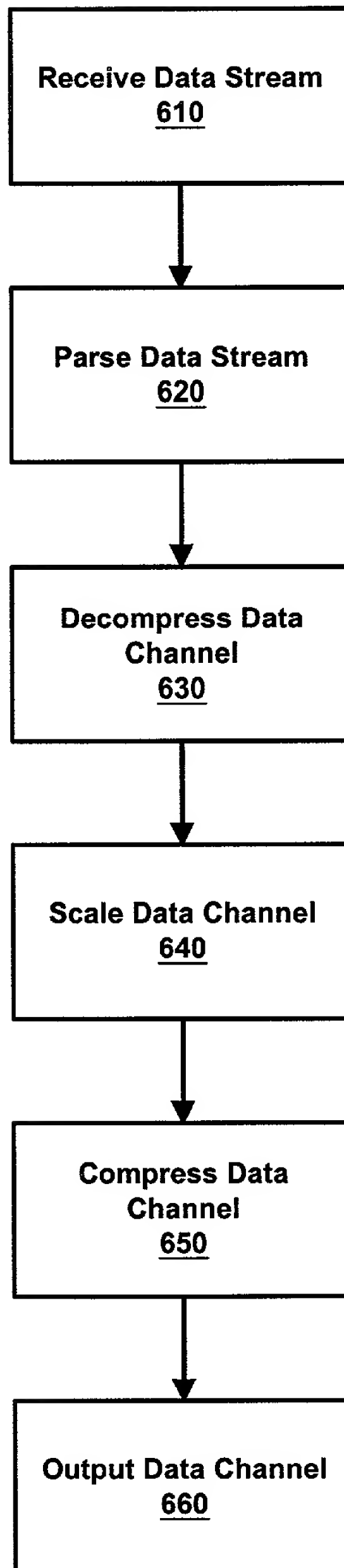


FIG. 5

600

FIG. 6



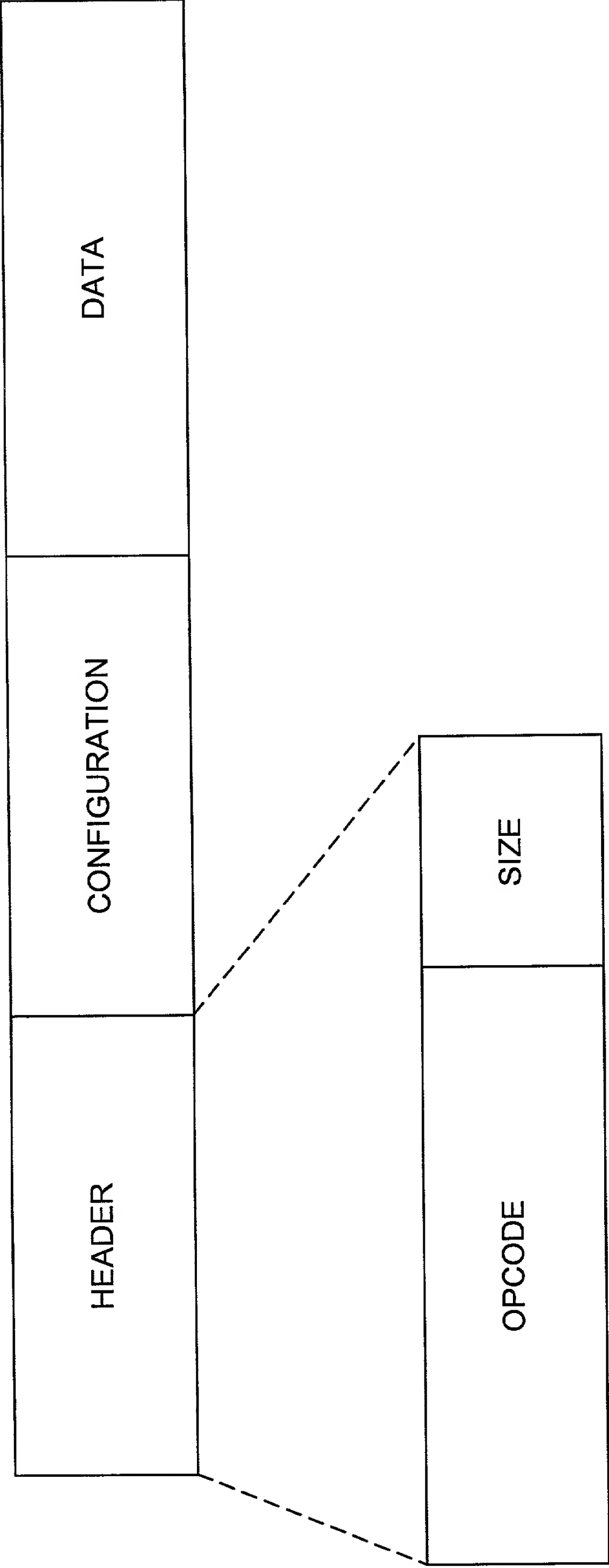


FIG. 7

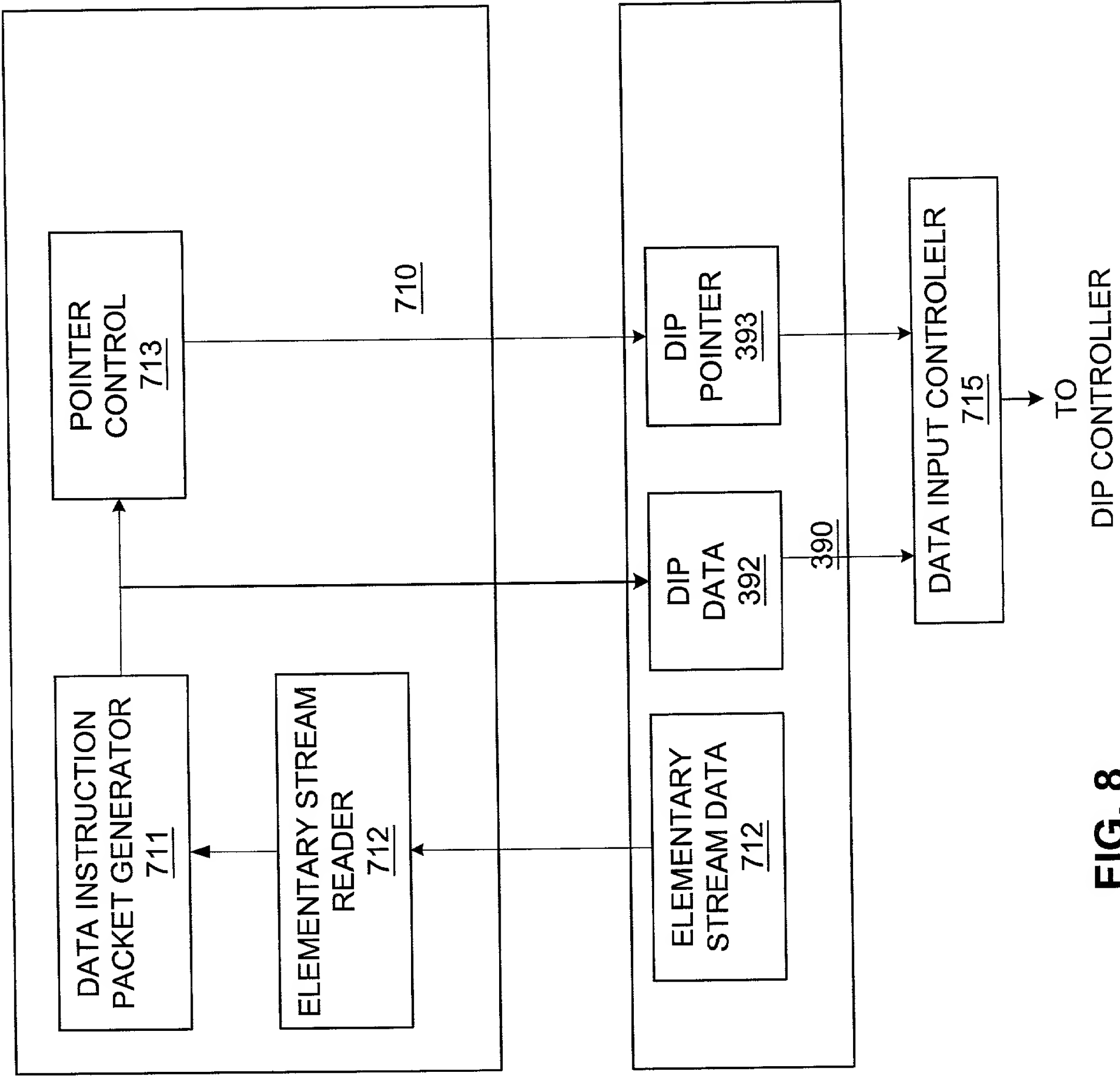


FIG. 8

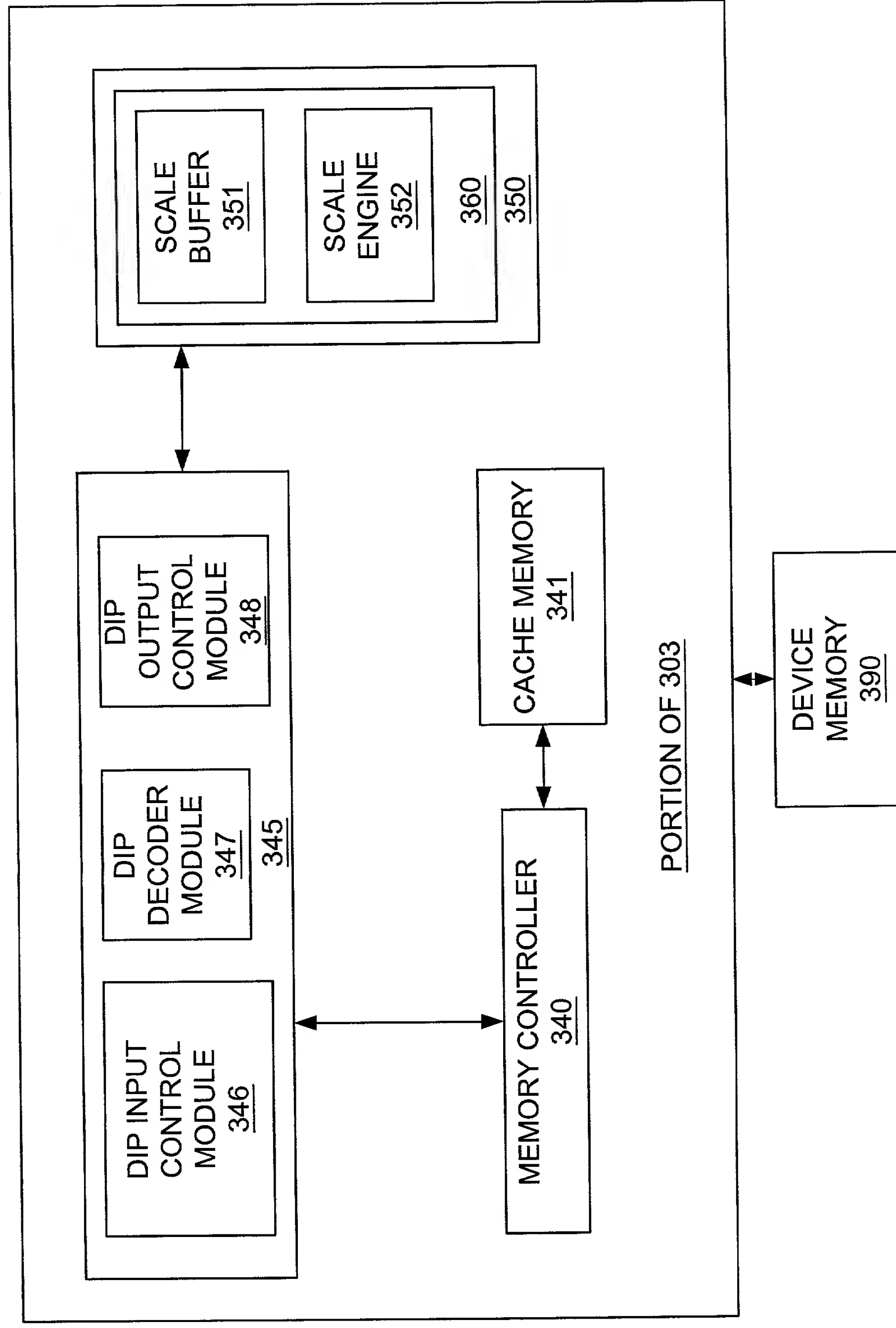


FIG. 9

DMC0 DMC1

DMR0			DMR1			DMR2		
M(0,0)	M(1,0)	M(2,0)	M(3,0)	M(n-1,0)	M(n,0)			
M(0,1)	M(1,1)	M(2,1)	M(3,1)	M(n-1,1)	M(n,1)			
M(0,2)	M(1,2)	M(2,2)	M(3,2)	M(n-1,2)	M(n,2)			
M(0,3)	M(1,3)	M(2,3)	M(3,3)	M(n-1,3)	M(n,3)			
M(0,4)	M(1,4)	M(2,4)	M(3,4)	M(n-1,4)	M(n,4)			
M(0,m)			M(1,m)	M(2,m)	(3,m)	M(n-1,m)	M(n,m)	

FIG. 10

D(0,0)
D(1,0)
D(2,0)
D(3,0)
▪ ▪ ▪
D(n,m)

FIG. 11

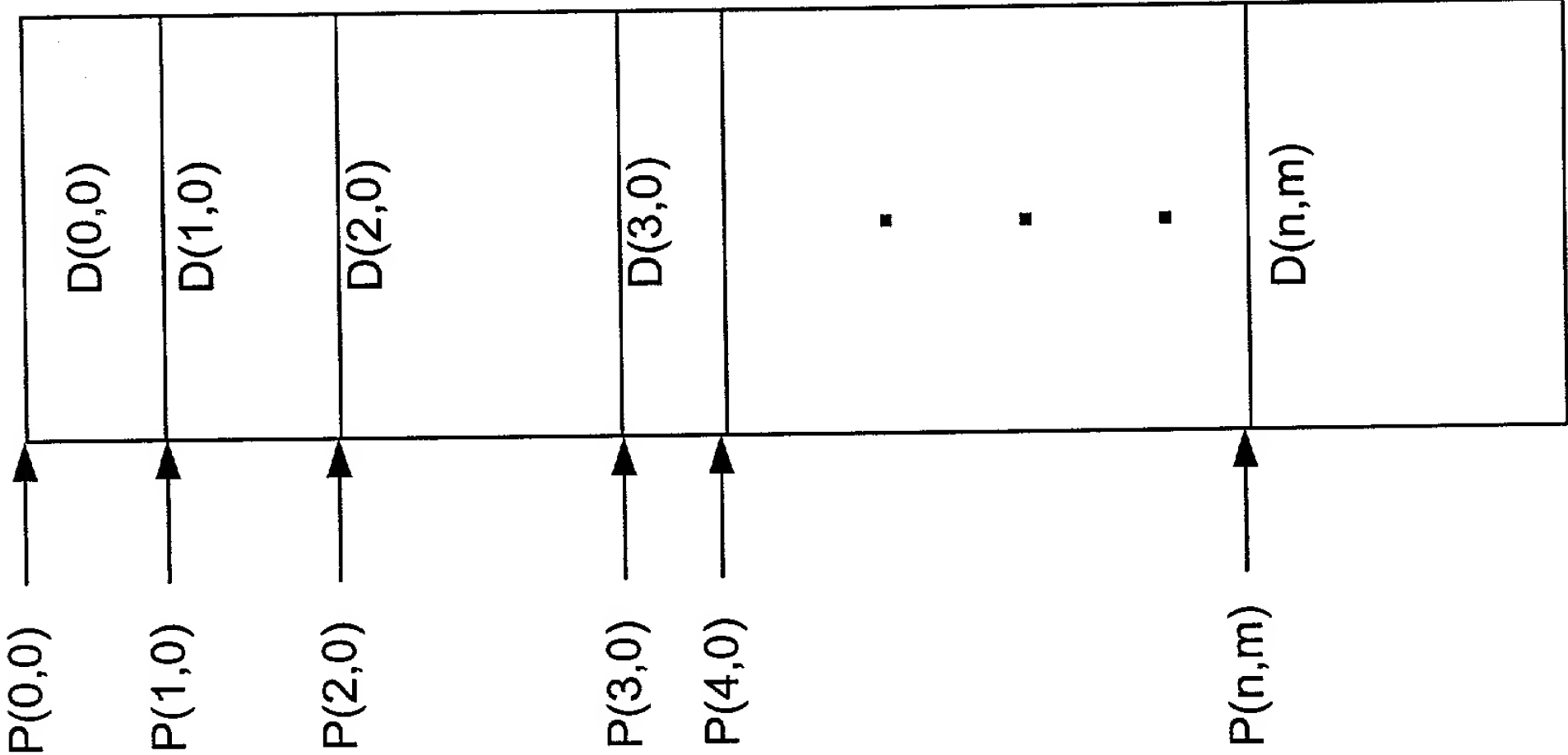


FIG. 13

FIG. 12 is a block diagram of a portion of a system 390, showing a portion of a system 390, a portion of a system 390, and a portion of a system 390.

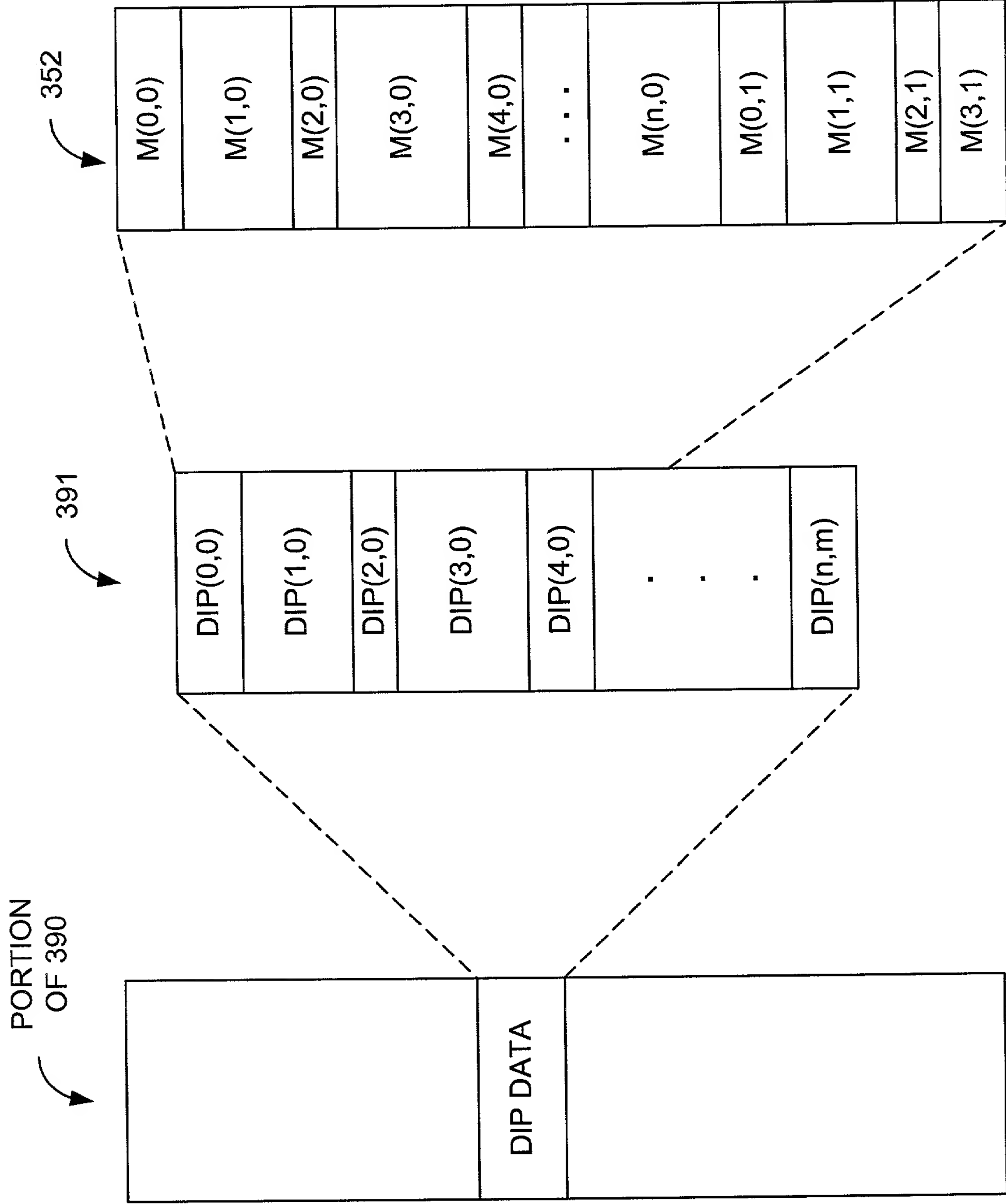


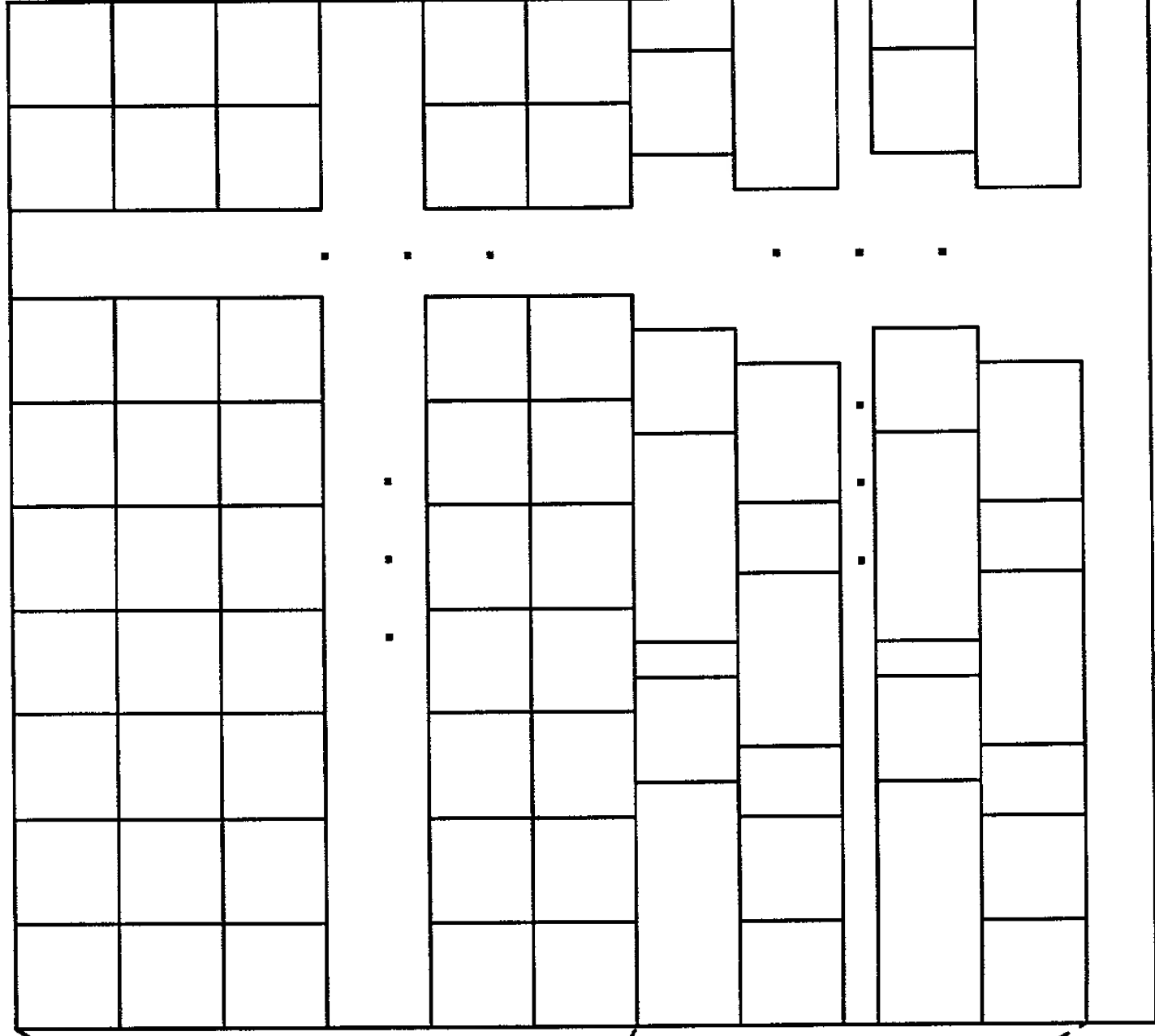
FIG. 12

PORTION
OF 390

352

M(0,0)
M(1,0)
M(0,1)
M(1,1)
M(2,0)
M(3,0)
M(2,1)
M(3,1)

391



392

DIP POINTER

DIP DATA

393

FIG. 14

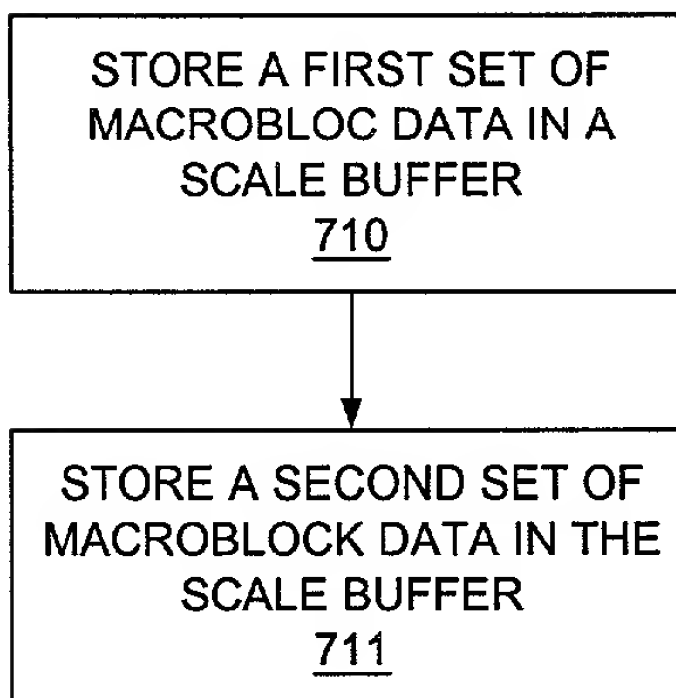


FIG. 15

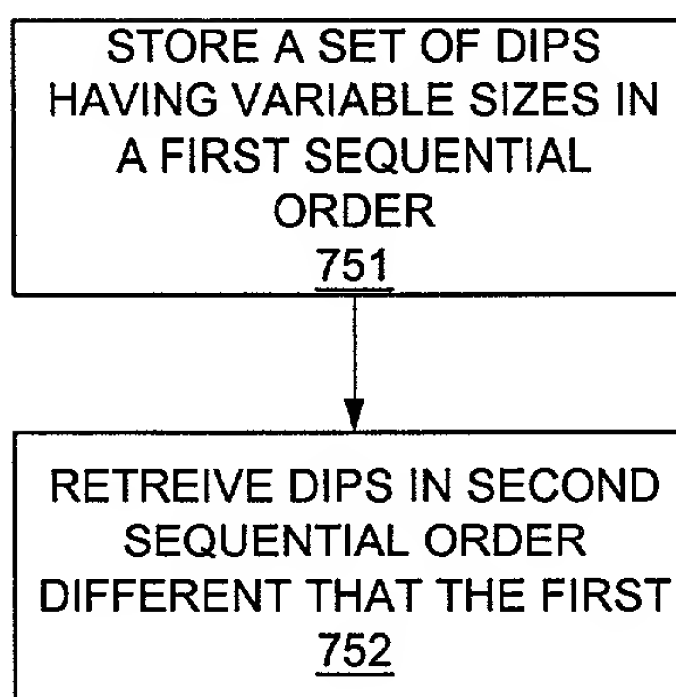


FIG. 19

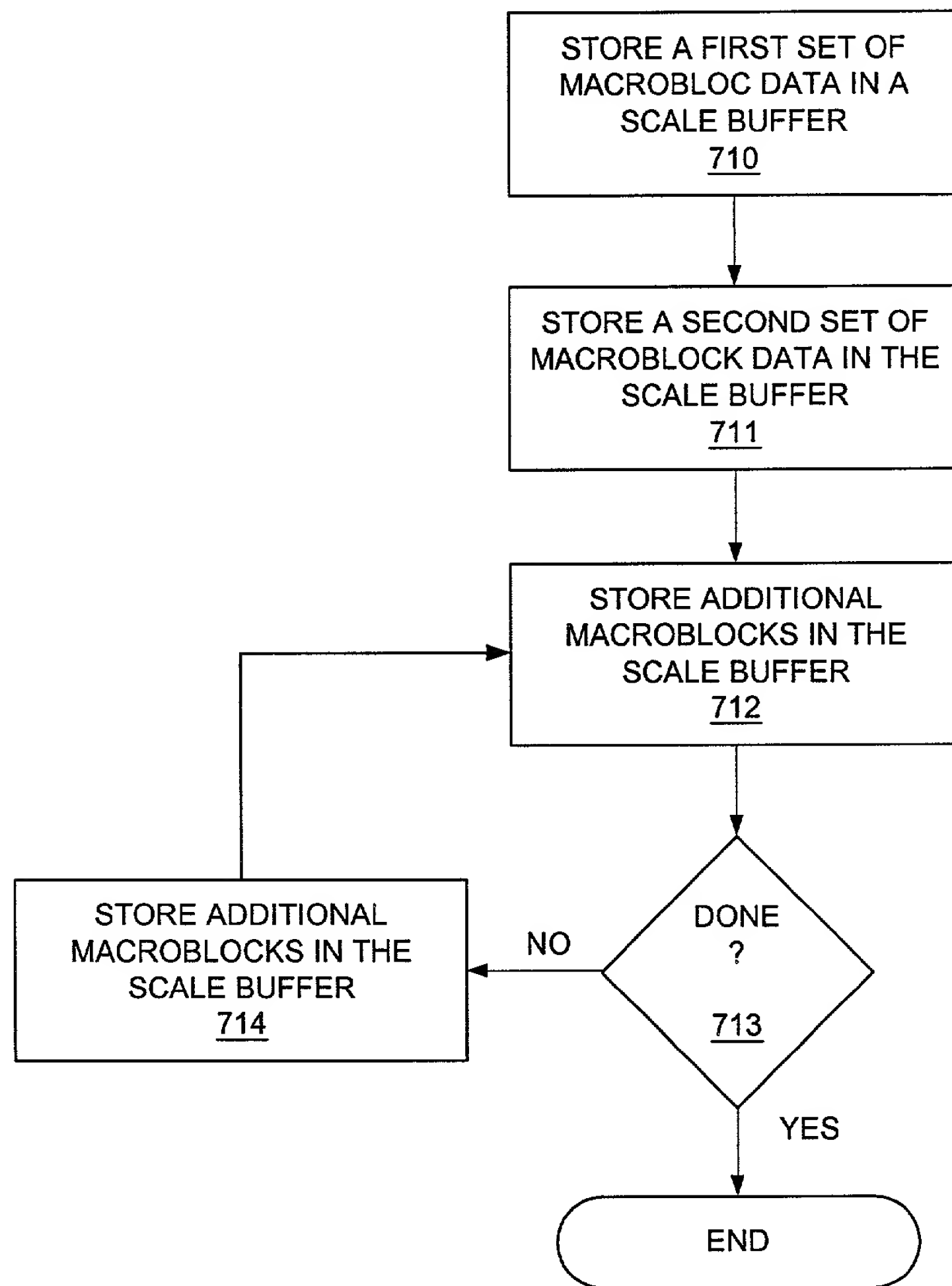


FIG. 16

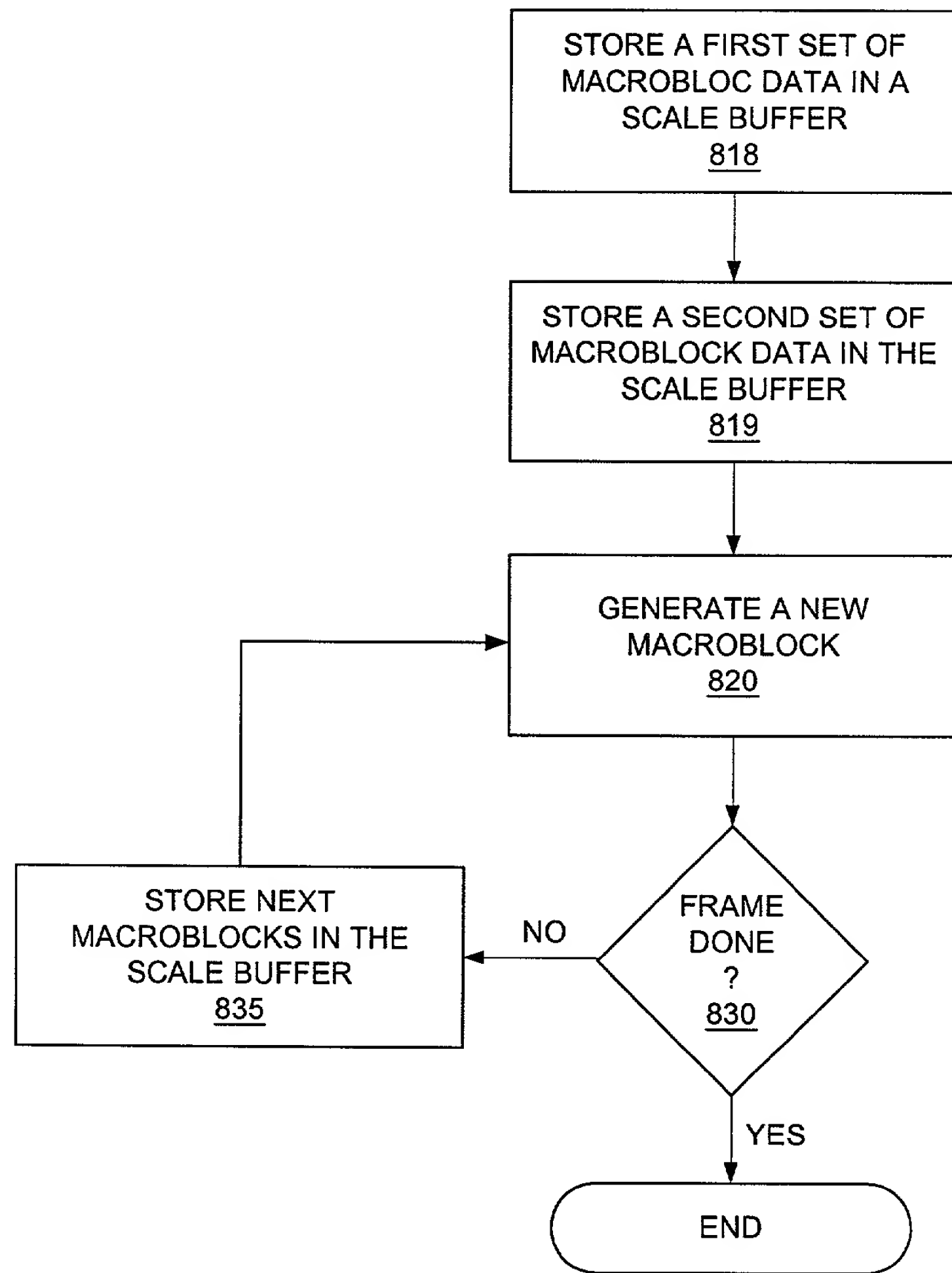


FIG. 17

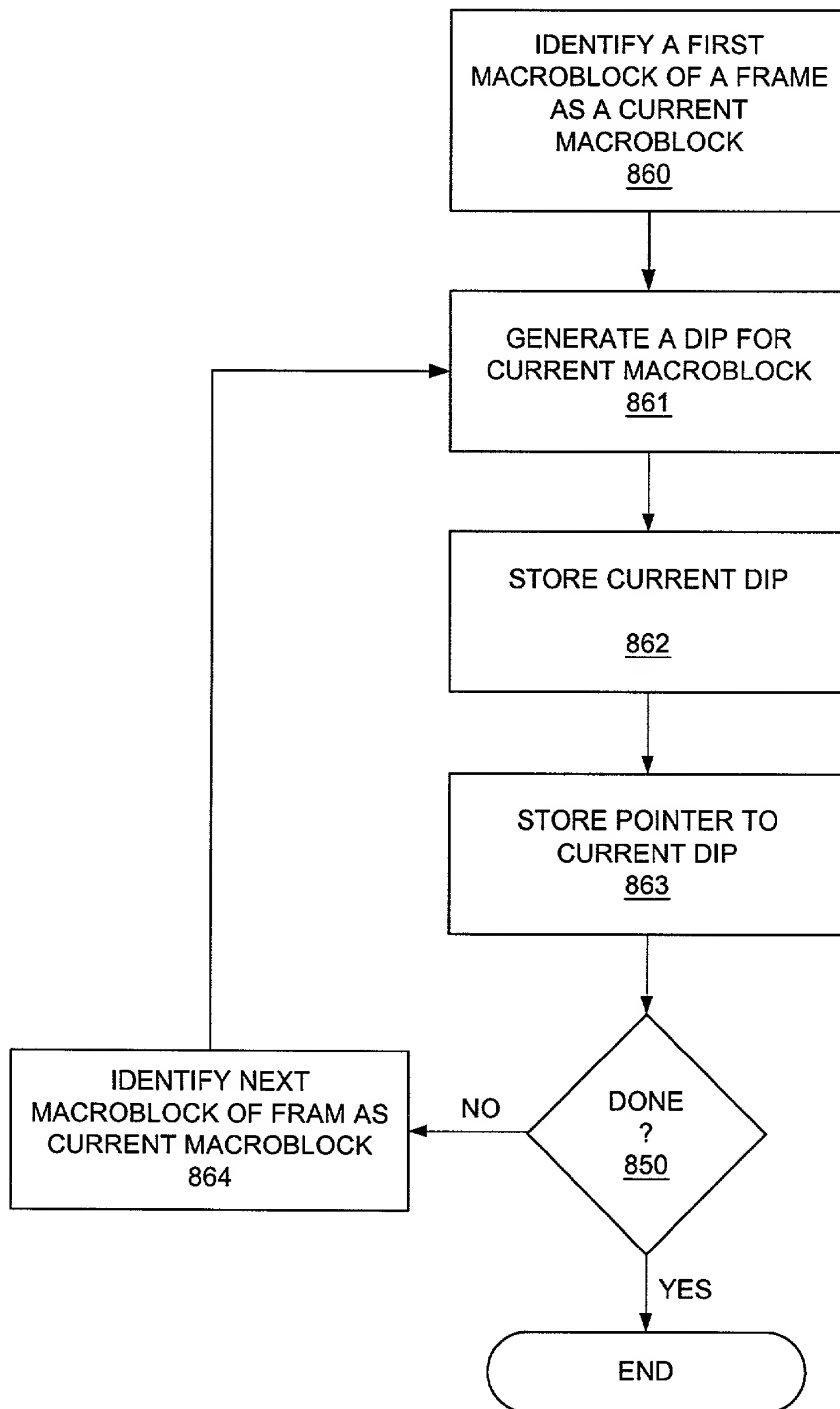


FIG. 18

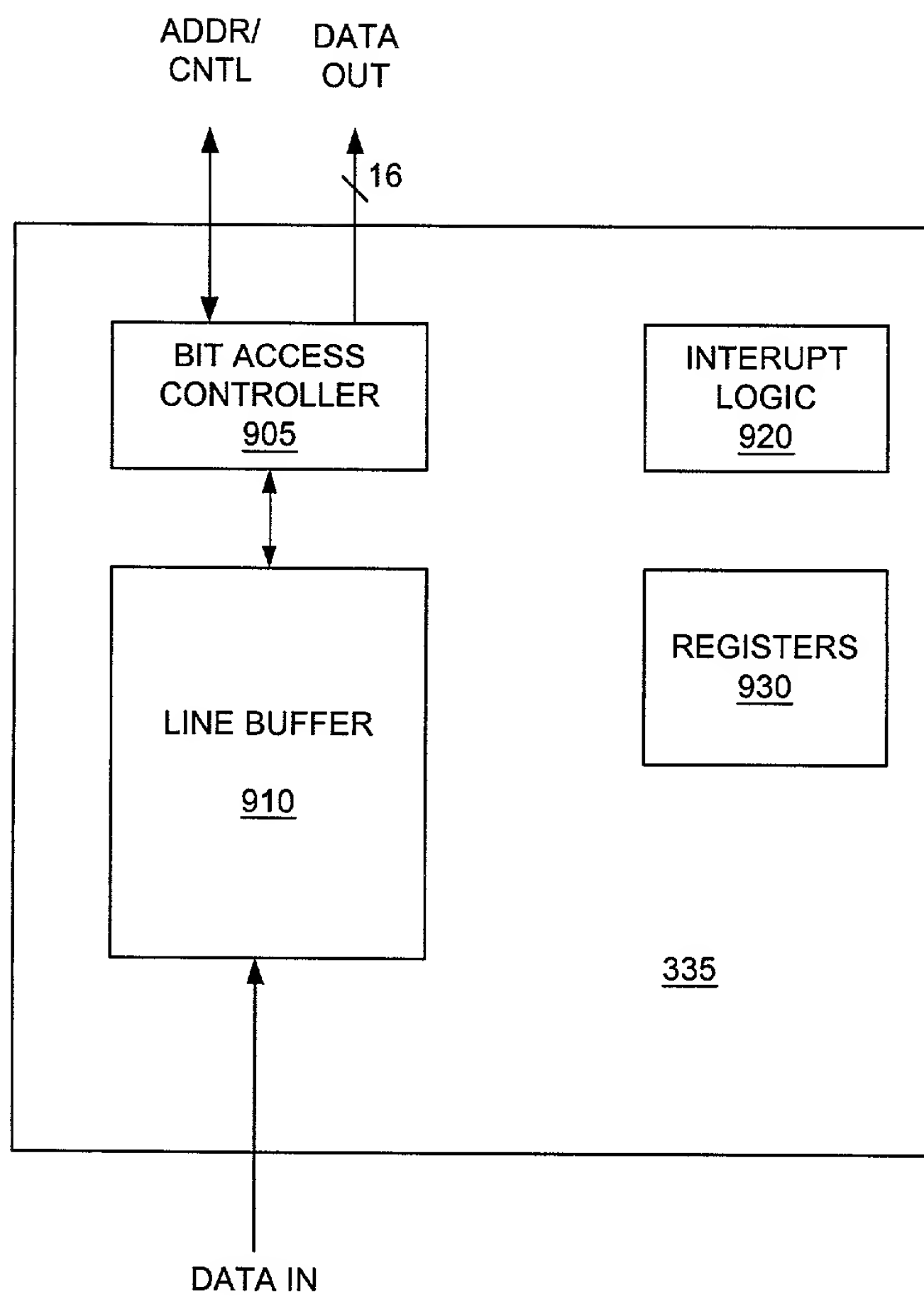


FIG. 20

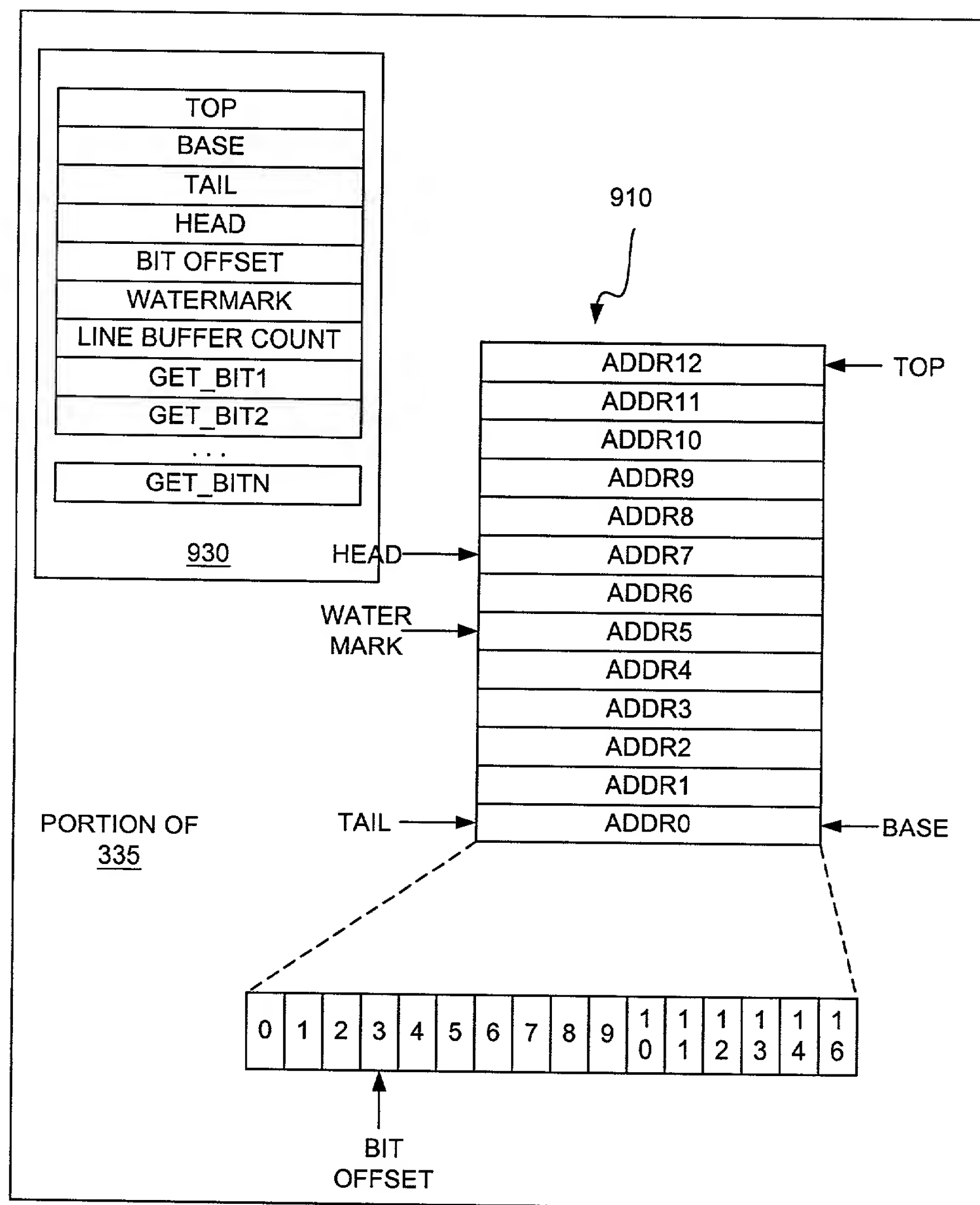


FIG. 21

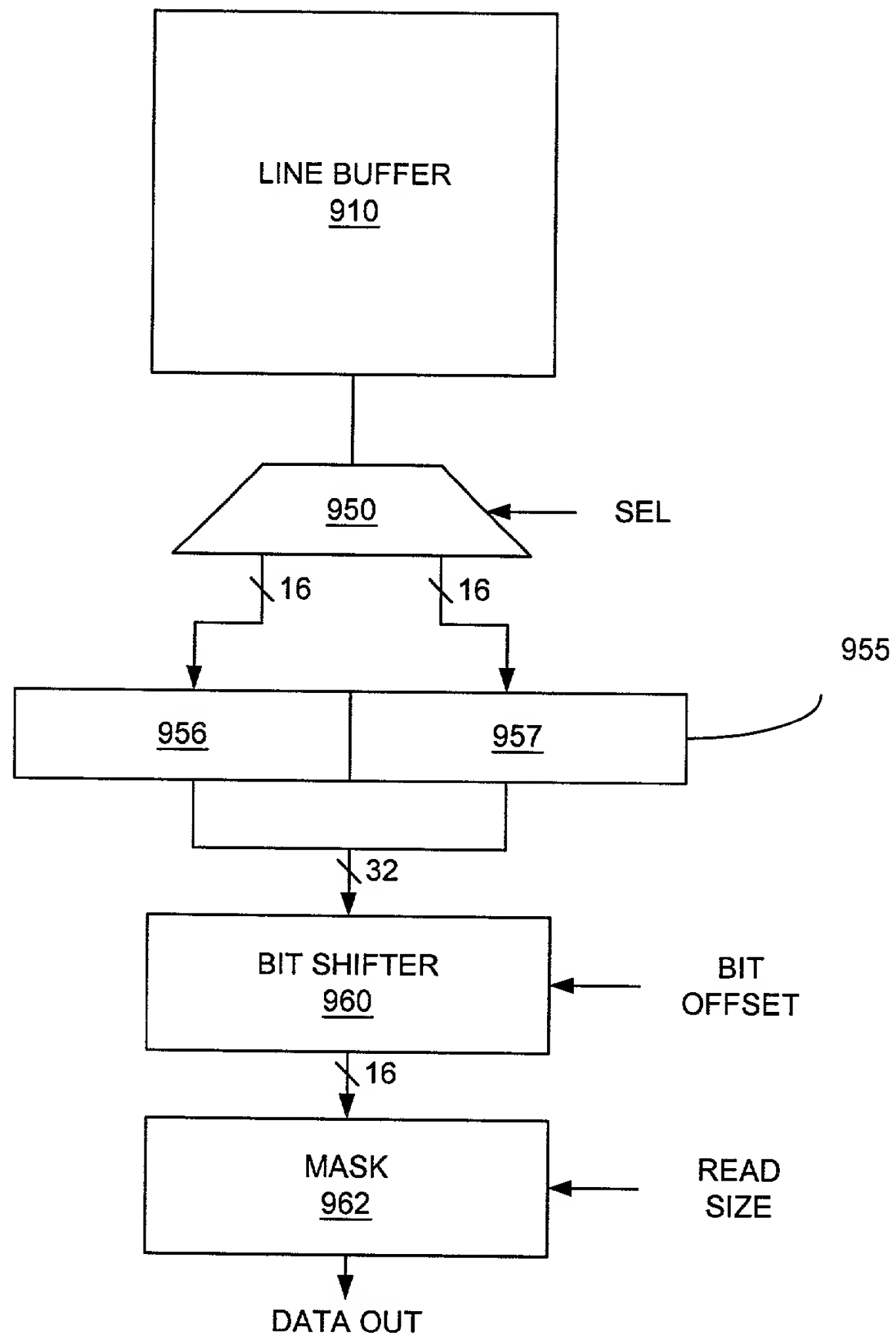


FIG. 22

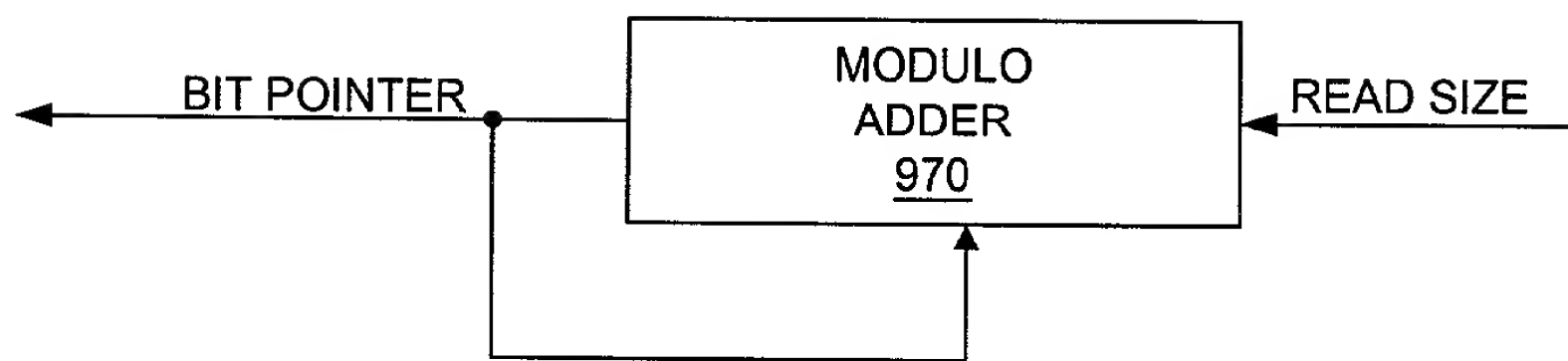


FIG. 23